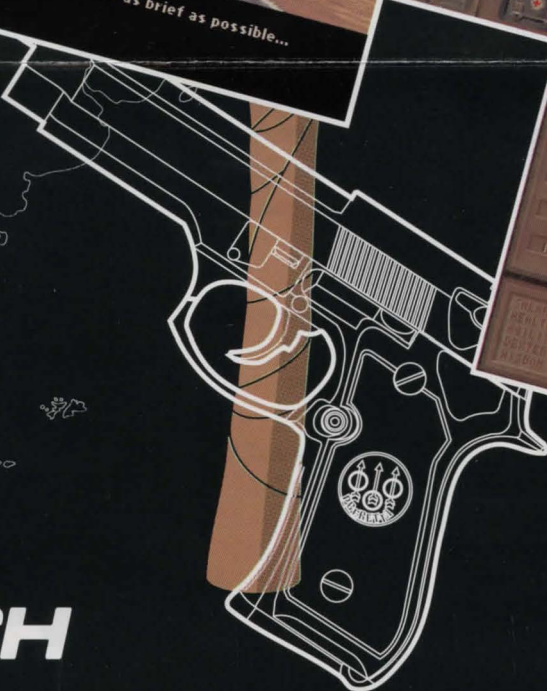
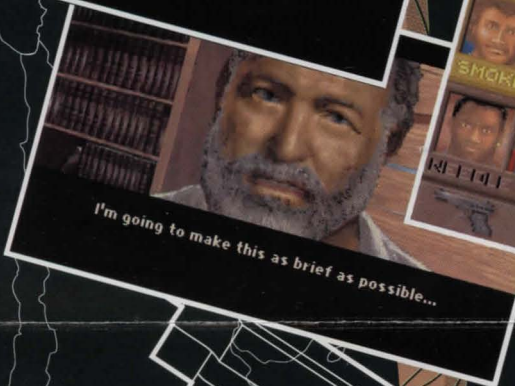
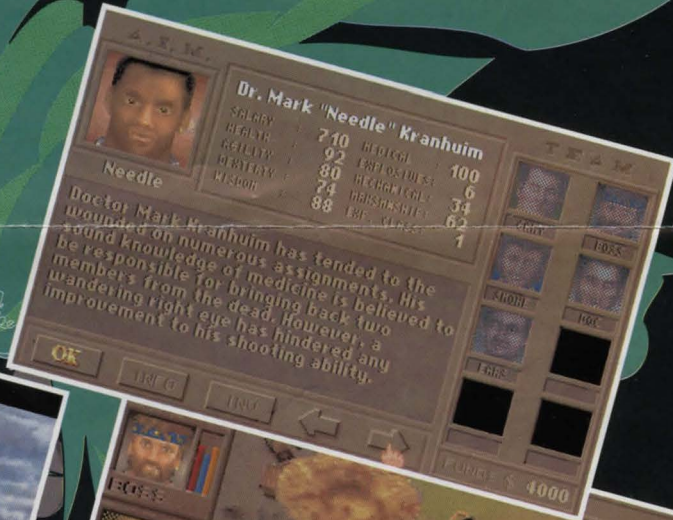


JAGGED ALLIANCE™

A Strategy Role-Playing Simulation



SIR-TECH

Available Spring 1994

JAGGED ALLIANCE

A Strategy Role-Playing Simulation

Available Fall 1993
MS-DOS 3.5",
Speech Pack &
Full Speech CD-ROM

Take a new and exciting approach to role-playing with the best of strategy and role-playing combined! Digitized sound effects, rich and detailed 3D modeled animations and a stunning musical score bring you to the island of Metavira. Hire and maintain a group of mercenaries and strategically plan your approach to regain control of the island! Overhead perspective, a unique blend of real-time & phased combat and a true point & click interface are only a fraction of the features! With fine-tuned artificial intelligence. Jagged Alliance uses a non-linear game design to provide rich and replayable mind-blowing fun!

Storyline

Metavira - a remote island in the South Atlantic. Once used as a controlled nuclear testing site, today it is a scientific research center and the only known source of a toxic sap used to fight a degenerative children's disease. Unfortunately the sap is the product of a seedless tree which cannot reproduce. Brenda Richards, a researcher, and her father Jack have dedicated their lives to the tapping, discovering and documenting the delicate procedure necessary to bring the sap in without loss of potency. Lucas Santino, a fellow researcher, has his own agenda. Motivated by greed and inspired by resentment, he seeks to control the only supply of the much needed medicine. In desperation, Brenda and Jack turn to you, a person with connections to AIM (the Association of International Mercenaries), a person familiar with conflict and combat, with the resolve to ensure the trees are protected, and calculating enough to regain control of the island so business can return to normal.

Technical Specifications

Product Classification:	Strategy Role-Playing Simulation
Required:	IBM & 100% Compatibles, 80386 processor or better, Mouse
Memory Requirements:	2 MB Expanded Memory, 6 MB Hard Disk Space
Graphics Requirements:	256-Color VGA
Recommended:	20 MHz or faster, 12 MB Full Cinematics & Sound
Sound Support:	Ad Lib, Ad Lib Gold, Pro Audio Spectrum, Sound Blaster, Sound Blaster Pro, Roland MT-32/LAPC-1
Available Formats:	MS-DOS 3.5" High Density and CD-ROM

Product Features

- Exciting Blend of Strategy & Role-Playing
- Unique Combination of Real-time & Phased Combat
- Spectacular Digitized Sound Effects
- Dramatic Musical Score
- Stunning Cinematic Sequences
- Rich & Detailed 3D Modeled Animations
- Realistic Overhead Perspective
- True Point & Click Interface
- Fine-tuned Artificial Intelligence
- Non-linear Game Design is Completely Replayable

Game Features

- Choose & control a team of up to 8 mercenaries from over 50 personalities, each with their own skills, attributes & attitudes
- Build the characters you choose to the levels they deserve
- Decide which characters see battle and when
- Manage the inflow of cash from the harvest against the cost of running an expensive & delicate mercenary operation
- Strategically plan your approach to regain control of the island
- More than 50 diverse playing fields
- Detect and avoid traps and hazards left by the enemy
- Use tactics of your own to lay traps, destroy bridges & buildings and sabotage enemy command posts
- Search out supply strongholds and vital pieces of hidden information
- Your strategy will dictate your sector and mission objectives

ORDERS ONLY: (800) 447 - 1230
INFORMATION: (315) 393 - 6633

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Product specifications subject to change without notice.

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P.O. BOX 245, OGDENSBURG, NY 13669

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